

Fig. 1

[illegible]

Fig. 3

The diagram shows a software dialog box with a title bar containing a close button (X). The main area contains several input fields and a dropdown menu. At the bottom are four buttons: OK, Cancel, Apply, and Default. Reference numerals point to specific elements: 760 points to the dialog box frame, 750 points to the first input field, 752 points to the 'Contact Person' label and its input field, 754 points to the 'Address' label and its two-line input field, 756 points to the 'Phone' and 'Fax' labels and their respective input fields, 758 points to the 'Company / Maker Code Submission by' label and its dropdown menu, 762 points to the button area, 764 points to the OK button, 766 points to the Cancel button, 768 points to the Apply button, and 770 points to the Default button.

Company / Maker Code
Company

Contact Person

Address

Phone Fax

Company / Maker Code Submission by
ISDN/FAX

OK Cancel Apply Default

760 750 752 754 756 758 762 764 766 768 770

Fig. 4

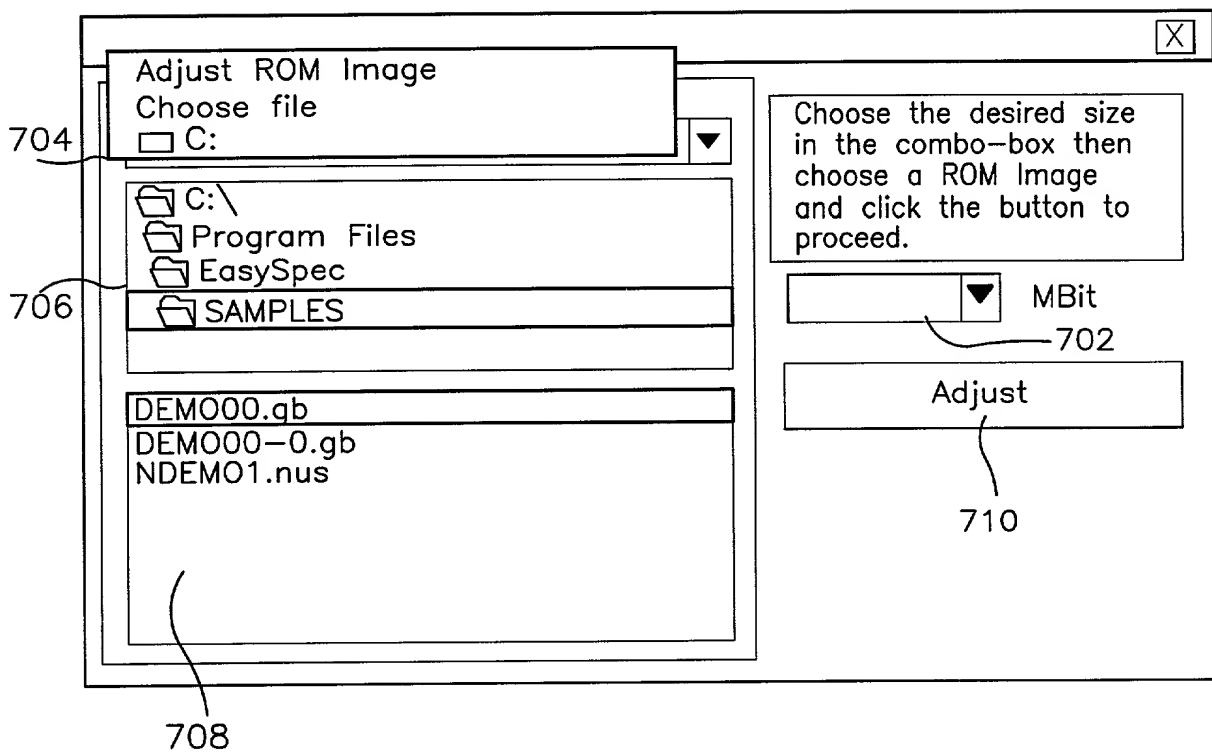


Fig. 5

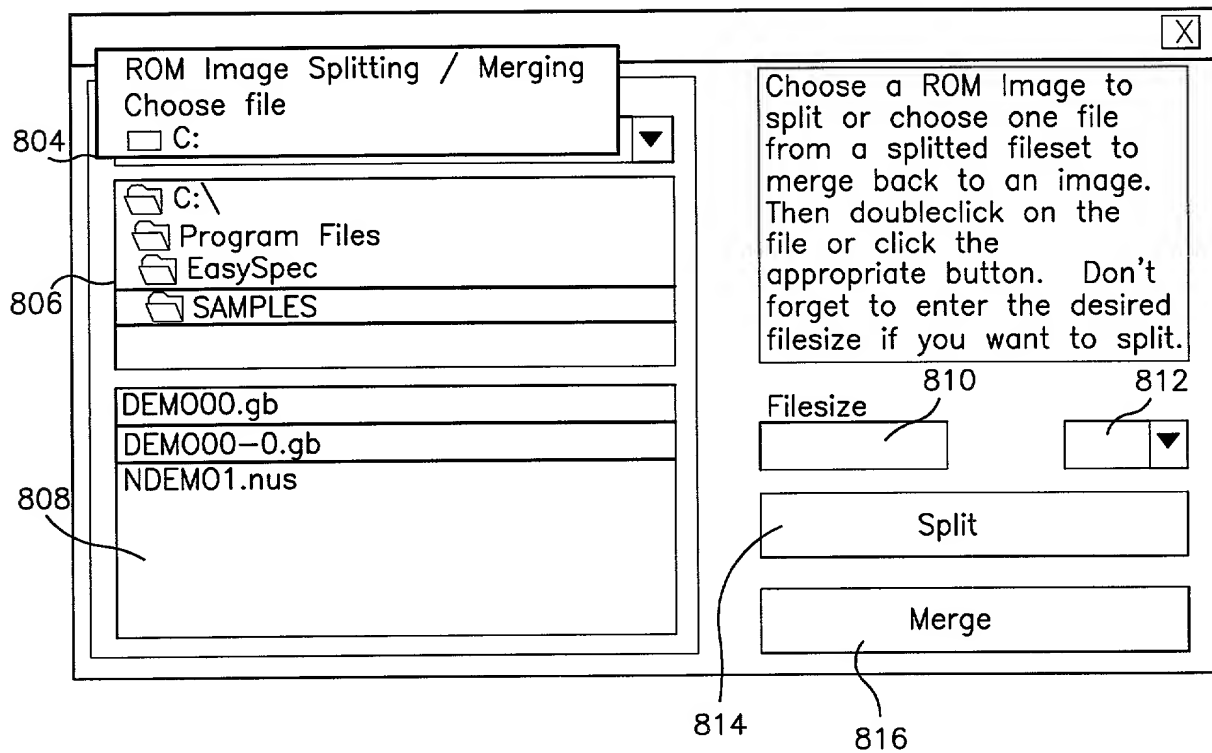


Fig. 6

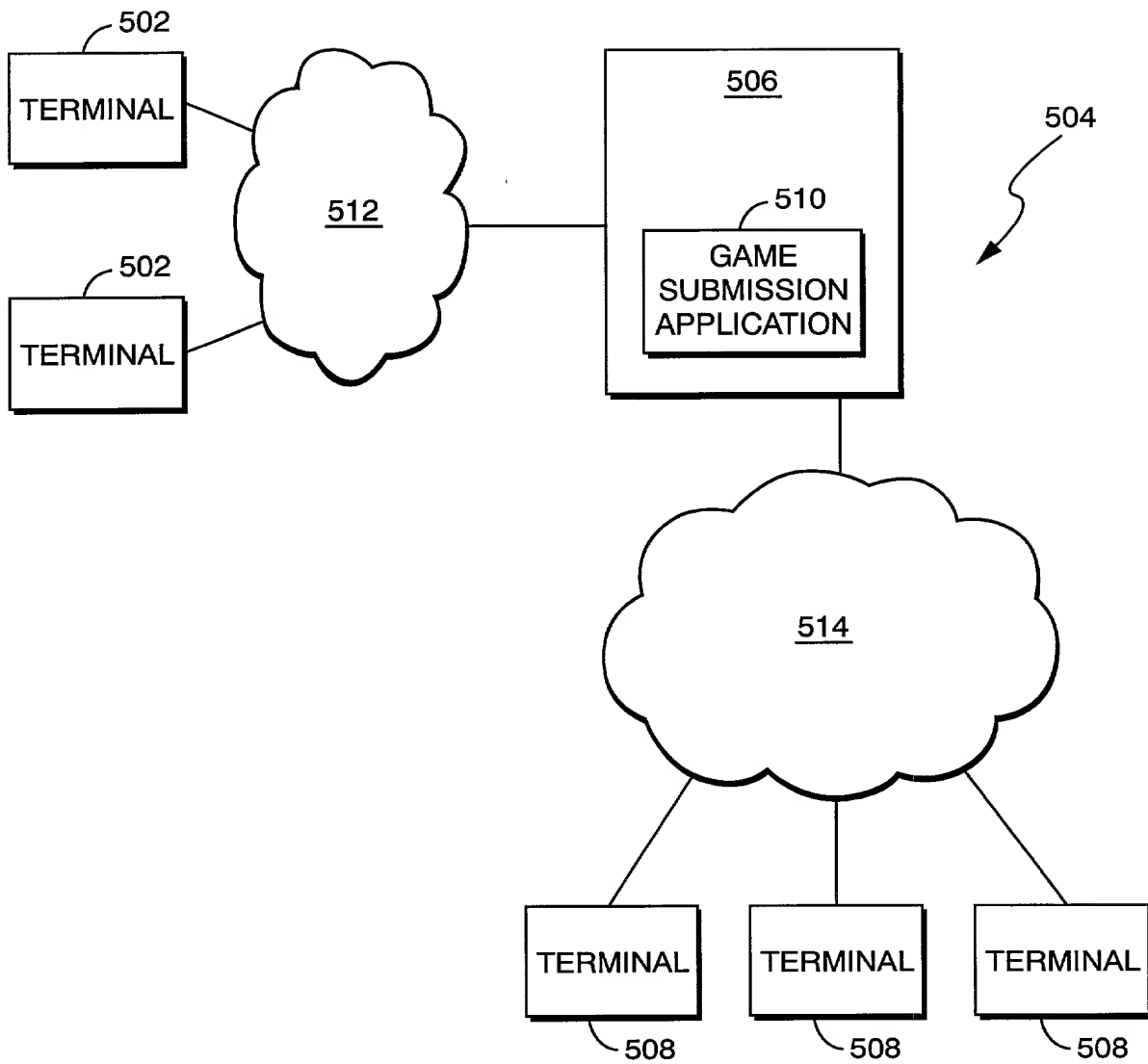


Fig. 7

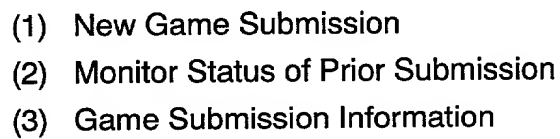
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- (1) New Game Submission
 - (2) Monitor Status of Prior Submission
 - (3) Game Submission Information

Fig. 8A

Initial Testing

☒ Passed

Bug List

1. Game freezes when main character enters ballroom via hallway door
2. Game resets between levels 3 and 4

Suggestions

1. Change level 2 color scheme for better presentation on television screen
2. Increase scoring for reaching level 4

Status for Game X

Fig. 8B

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Fig. 8C

ROUTING LIST 1 (HAND-HELD GAMES)	REVIEWER A, REVIEWER B, REVIEWER C
ROUTING LIST 2 (CONSOLE GAMES)	REVIEWER D, REVIEWER E

Fig. 9A

GAME 1	GAME SPECIFICATION DATA, GAME FILE ID, STATUS
GAME 2	GAME SPECIFICATION DATA, GAME FILE ID, STATUS
⋮	
GAME n	GAME SPECIFICATION DATA, GAME FILE ID, STATUS

Fig. 9B